

# Fallout

WASTELAND WARFARE



Bethesda



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ENTERTAINMENT

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# CONTENTS

## CAPPY IN A HAYSTACK

Story	4
Scenario Aim	4
Scenario Requirements	4
Scenario Rules	4
Battlefield Setup	5
AI Settings: AI Raider Faction	6
VTA Profiles, Faction, and AI Cards	6



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# CAPPY IN A HAYSTACK



SCAVENGER HUNTS ARE NEVER AS SIMPLE AS THEY SEEM...

## STORY

*My name is Sierra Petrovita. I'm, like, the BIGGEST Nuka-Cola fan, ever! I've drank every flavor, and I've journeyed all the way from the Capital Wasteland just to be here! Before the war, the Nuka-Cola Corporation put a whole bunch of Hidden Cappys all across the park. I bet it's a treasure hunt for an exciting prize! Want to help me find them?*

## SCENARIO AIM

In this solo play scenario, help **Sierra Petrovita** (Nuka-Cola's Biggest Fan) and the Sole Survivor track down four **Hidden Cappys**, take the fight to the **Angry Locals**, and keep Sierra safe!

## SCENARIO REQUIREMENTS

To play this scenario you will need the following models.

- Sierra Petrovita
- Sole Survivor
- Psycho with Pipe Wrench
- Scavver with Bolt-Action Pipe Rifle
- Psycho with Tire Iron

## SCENARIO RULES

The player Survivors Force benefits from the Survivors Faction special rule. The AI controlled Raiders Force benefits from the Survivors Faction special rule. In this scenario, use the following special rules:

### Bigest Fan

If **Sierra Petrovita** is eliminated from play, the scenario ends immediately, and the player Force suffers a Loss. You can find **Sierra Petrovita**'s Vault-Tec Approved profile on page 6.

### Hired Help

**Sierra Petrovita** isn't going it alone - she has found some Hired Help in the form of the **Sole Survivor**. The **Sole Survivor** benefits from the Survivors Faction special rule as normal. You can find the Vault-Tec Approved profile for the **Sole Survivor** and Survivors Faction Special rule on page 7.

### Hidden Cappys

**Sierra Petrovita** has come to Nuka-World to find the **Hidden Cappys** sequestered across every corner of the park. **Hidden Cappys** are located on Terrain pieces. Each table quarter should have at least three Terrain pieces of varying sizes, although no Terrain piece should cross multiple quarters. If this is unavoidable, the player should pick a table quarter for that Terrain piece to count as being in exclusively. **Sierra Petrovita** will use her Cappy Glasses to find the four **Hidden Cappys**.

## Cappy Glasses

Whilst in base contact with a piece of Terrain, **Sierra Petrovita** may spend an action to perform a  test with an additional . On a success, **Sierra Petrovita** has found one of the **Hidden Cappys**. This can be marked by placing a  on **Sierra Petrovita**'s unit card. There is only one of the **Hidden Cappys** in each table quarter. Once one of the **Hidden Cappys** has been found in a table quarter, **Sierra Petrovita** cannot search any more Terrain pieces in that quarter. When **Sierra Petrovita** has found a Hidden Cappy, place a token on each other piece of Terrain in that table quarter to show they cannot be searched.

On a failure, there is nothing there, and this Terrain piece can no longer be searched. Place a token in contact with the Terrain to indicate that it has been searched. If every piece of Terrain apart from one has been searched in a table quarter, one of the **Hidden Cappys** will be found in the remaining Terrain piece. **Sierra Petrovita** will need to spend an action to search for it as normal, but no  test is required.

## Angry Locals

**Sierra Petrovita**'s repeated attempts to give the local Raiders a tour of Nuka-Town USA have resulted in the **Angry Locals** turning on her. The **Angry Locals** are an AI controlled Force. The **Angry Locals** benefit from the Raiders Faction special rule as normal. You can find the Vault-Tec Approved profiles and AI cards for the **Angry Locals**, as well as the Raider Faction special rule on page 9.

When a model from the **Angry Locals** is eliminated from play, place them to the side of the battlefield. At the start of each round, a number of previously eliminated **Angry Locals** models are placed back on the battlefield equal to the number of **Hidden Cappys** that have been found. Each of these models is placed on a random battlefield edge, determined by a roll of , and comparing the result to the battlefield map.

## Game Duration

10 Rounds or until either a Victory or Loss Condition is achieved.

## 2-player Mode

This scenario can also be played in 2-player Mode, with one player playing **Sierra Petrovita** and the Sole Survivor, and the other playing the **Angry Locals**. Players can vary the Forces if they wish - the Sole Survivor can be substituted with one Unique Survivor Faction model, totalling 170 Caps. **Sierra Petrovita** must be taken. The **Angry Locals** Force should consist of Non-unique Raider models totalling 180 Caps.

*A note from your friendly Vault-Tec™ Representative*

The Caps amounts here are just suggestions. Do not feel like you need to hit these exactly - the story is more important than counting every single last Cap!



## SOLO PLAY VICTORY CONDITIONS

Victory	Find all four Hidden Cappys.
Draw	Less than four Hidden Cappys are found.
Loss	Sierra Petrovita is eliminated from play.

## 2-PLAYER VICTORY CONDITIONS

Victory	Survivors: Find all four Hidden Cappys. Raiders: Sierra Petrovita is eliminated from play.
Draw	Both: Less than four Hidden Cappys are found.
Loss	Survivors: Sierra Petrovita is eliminated from play. Raiders: All four Hidden Cappys are found.

## BATTLEFIELD SET-UP

This scenario is played on a **2 foot x 2 foot** (60cm x 60cm) table.

1. Divide the battlefield into four quarters.
2. Place **Terrain** on the battlefield. Be sure to block direct lines of sight between two battlefield edges where possible.
3. Place 4 random non-blank, non-lettered Searchable Markers randomly on the battlefield making sure they are at least **Red** distance away from each other and any battlefield edge.
4. Place **Sierra Petrovita** and the **Sole Survivor** in base contact with their deployment edge.
5. Place one of the **Angry Locals** in the center of a table quarter.
6. Each of the battlefield edges is allocated a number corresponding to a side of . The battlefield edge opposite the Survivor battlefield edge is allocated 1, the Survivor battlefield edge is allocated 4 with 2 and 3 allocated to the remaining two battlefield edges.



## AI SETTINGS: AI RADIER FACTION

Raider Force Objective: **Defeat [Survivor models]**.

### Scenario Epilogue - The Search for John-Caleb Bradburton's Treasure Side Quest

Four down, six to go! Sierra needs your help to find the other **Hidden Cappys** to discover what it was that soft drink pioneer **John-Caleb Bradburton** left at the end of this scavenger hunt.

Once this scenario has been successfully completed by finding the four **Hidden Cappys**, **Sierra Petrovita** can be included for free in your Force for future solo play scenarios as she continues the hunt for more **Hidden Cappys**.

When used in these future games, **Sierra** can search for a **Hidden Cappy** as described in the Cappy Glasses scenario special rule on the previous page with the following difference:

- Only one Hidden Cappy can be found per scenario.

Once Sierra has found all ten **Hidden Cappys** (four from this scenario and then six from other scenarios), the player gains access to the scenario 'The Mystery of John-Caleb Bradberton' and access to the most fabled treasure of the Nuka-Cola Corporation!



SIERRA, NUKA-COLA'S BIGGEST FAN!

## VTA PROFILES, FACTION, AND AI CARDS

### VTA Profiles

	<b>SIERRA PETROVITA</b>	<b>SURVIVOR</b>	<b>SPECIALTIES</b>	<b>SKILLS</b>		
			<b>Refreshing Taste:</b> Does not suffer Radiation Damage from any Nuka-Cola Drinks consumed (all flavours).			
				<b>ARMOR</b> Wasteland Outfit		
	<b>AWARENESS</b>		<b>ABILITIES</b>			
	<b>QUICK ACTIONS</b>			<b>GEAR</b> Pipe Pistol, Improvised Weapon		
MOVE	TYPE	Short Range	Long Range	DAMAGE		
Pipe Pistol						
WEAPON	TYPE	Short Range	Long Range	DAMAGE	Effects	Crit
Pipe Pistol						
WEAPON	TYPE	Short Range	Long Range	DAMAGE	Effects	Crit
Improvised Weapon						



## THE SOLE SURVIVOR

### SURVIVOR

**SPECIALTIES**

**Dog Handler [Aura]:** Dogs can **!P** using PER.

If Sole Survivor is Heroic, Nearby dogs at the start of their activation are also Heroic during their activation.

**MOVE**

**148 CAPS**

**ABILITIES**

**GEAR** Vault 111 Jumpsuit, Armored Pads, Hunting Rifle, 10mm Pistol

**SKILLS**

Str	5
Per	7
End	4
Cha	5
Int	5
Agi	7
Luc	4
ARMOR	0
Armored Pads	

**WEAPONS**

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Hunting Rifle						<b>!3 LONG ONLY</b>
10mm Pistol						<b>!2</b> +
Improvised Weapon						



## PSYCHO WITH PIPE WRENCH

### RAIDERS

**SPECIALTIES**

**Urban:** Treat all Difficult Terrain as Normal Terrain.

**MOVE**

**51 CAPS**

**ABILITIES**

**GEAR** Pipe Wrench

**SKILLS**

Str	3
Per	5
End	4
Cha	3
Int	2
Agi	7
Luc	2
ARMOR	0
None	0

**WEAPONS**

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Wrench					<b>!2</b> +	



## SCAVVER WITH BOLT-ACTION PIPE RIFLE

**RAIDERS**

**SPECIALTIES**

<b>MOVE</b>  	<b>AWARENESS</b> 	<b>QUICK ACTIONS</b> 	<b>ABILITIES</b>	<b>GEAR</b> Bolt-Action Pipe Rifle

**SKILLS**

  	<b>Str</b> 4
  	<b>Per</b> 7
  	<b>End</b> 5
  	<b>Cha</b> 3
  	<b>Int</b> 3
  	<b>Agi</b> 4
  	<b>Luc</b> 3
  	<b>ARMOR</b> 0
  	<b>Health</b> 0
  	<b>Int</b> 0
  	<b>Agi</b> 0
  	<b>Luc</b> 0



## PSYCHO WITH TIRE IRON

**RAIDERS**

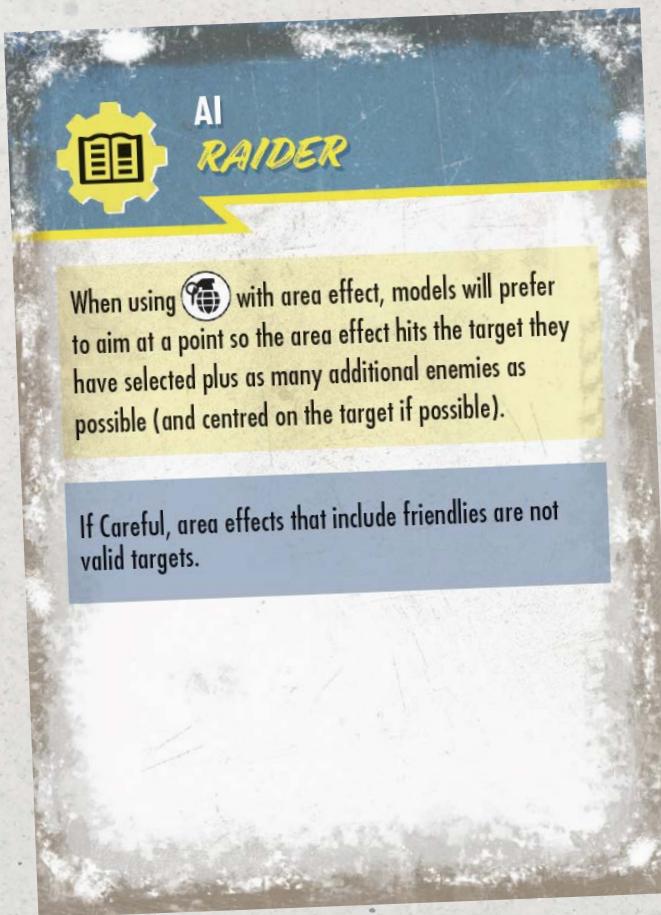
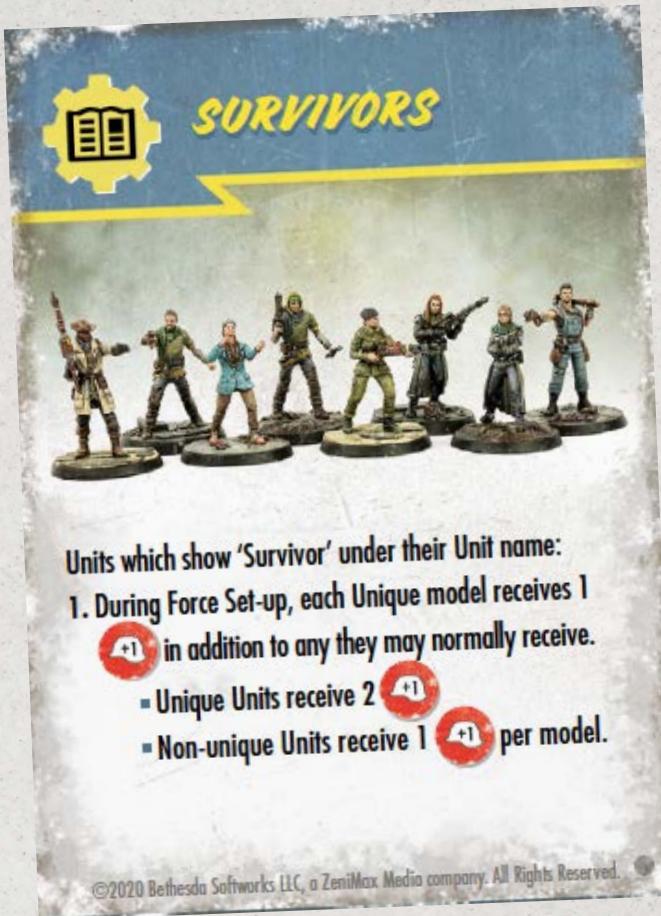
**SPECIALTIES**

Urban: Treat all Difficult Terrain as Normal Terrain.

<b>MOVE</b>  	<b>AWARENESS</b> 	<b>QUICK ACTIONS</b> 	<b>ABILITIES</b>	<b>GEAR</b> Tire Iron

**SKILLS**

  	<b>Str</b> 3
  	<b>Per</b> 5
  	<b>End</b> 4
  	<b>Cha</b> 3
  	<b>Int</b> 2
  	<b>Agi</b> 7
  	<b>Luc</b> 2
  	<b>ARMOR</b> 0
  	<b>Health</b> 0
  	<b>Int</b> 0
 	<b>Agi</b> 0
	<b>Luc</b> 0



AI Cards

**SCAVVER**



		3+	1-2	
		<b>A</b>	<u>A</u>	
		<b>M</b>	<u>O</u>	
		<b>F</b>	<u>M</u>	

1: Importance  
2: Prepared  
3: Weakest

**PSYCHO**



		4+	2-3	1	
		<b>A</b>	<u>A</u>	<u>A</u>	
		<u>O</u>	<b>A</b>	<u>A</u>	
		<u>A</u>	<u>O</u>	<b>A</b>	

1: Fastest  
2: Vulnerable  
3: Weakest

See Raider reference card.



THE BIG THREE AREN'T THE ONLY GANG'S IN NUKA-WORLD, BUT THEY ARE THE BEST DRESSED.